Claim Amendments

Applicants have amended claim 1 and have added new claims 55-56. Applicants set forth below a complete listing of the claims with the corresponding status indicated for each claim.

1.   (Currently Amended) A method for providing a design test bench using a single executable program, the method comprising:

partitioning functionality of the test bench between a simulation engine and one or more scripted routines, wherein each scripted routine implements a corresponding function;

instantiating one or more interpreters in the simulation engine, wherein each interpreter is associated with a corresponding scripted routine and may interact with the simulation engine independently of any other interpreter;

causing the simulation engine to pass control to the corresponding interpreter upon encountering one of the functions; and

causing the corresponding interpreter to return control to the simulation engine upon encountering a task that is performed by the simulation engine.

2-4.   (Cancelled).

5.   (Previously Presented) The method of Claim 1, further comprising synchronizing the simulation engine and the corresponding interpreter via a semaphore.

6-54. (Cancelled).

55.   (New) A method for providing a design test bench, the method comprising:

using multiple threads to partition functionality of the test bench between a simulation engine and one or more scripted routines, wherein each scripted routine implements a corresponding function;

instantiating one or more interpreters in the simulation engine, wherein each interpreter is associated with a corresponding scripted routine and may interact with the simulation engine independently of any other interpreter;

causing the simulation engine to pass control to the corresponding interpreter upon encountering one of the functions; and

causing the corresponding interpreter to return control to the simulation engine upon encountering a task that is performed by the simulation engine.

56. (New) The method of Claim 55, further comprising synchronizing the simulation engine and the corresponding interpreter via a semaphore.